

CLAIMS

The invention is claimed as follows:

1. A gaming device having a game operable upon a wager by a player, said
5 gaming device comprising:
a cabinet;
a mechanical movable structure supported by the cabinet and having a
plurality of different symbol groups displayed thereon, a plurality of said symbol
groups each having a plurality of symbols, said movable structure operable to move
10 to indicate each of the symbol groups;
a mechanical indicator supported by the cabinet and operable to oscillate
transversely relative to the movable structure and independently from the movable
structure to indicate one of the symbols from the symbol group indicated by the
movable structure; and
15 at least one processor operable with the movable structure and the
mechanical indicator to cause the movable structure to move and then stop moving
to indicate one of the symbol groups, to cause the mechanical indicator to oscillate
and then stop oscillating to indicate one of the symbols from said indicated symbol
group, and to provide an outcome to the player at least partially based on said
20 indicated symbol.
2. The gaming device of Claim 1, which includes an actuator controlled by the
processor and operable to move the mechanical movable structure.
- 25 3. The gaming device of Claim 1, which includes an actuator controlled by the
processor and operable to oscillate the mechanical indicator.
4. The gaming device of Claim 1, wherein the mechanical movable structure is
positioned substantially horizontally relative to the cabinet, and wherein the
30 mechanical indicator is positioned substantially horizontally relative to the cabinet
and adjacent to the mechanical movable structure.

5. The gaming device of Claim 1, wherein the mechanical movable structure is positioned substantially vertically relative to the cabinet, and wherein the mechanical indicator is positioned substantially vertically relative to the cabinet and adjacent to the mechanical movable structure.

6. The gaming device of Claim 1, wherein the mechanical movable structure and mechanical indicator are operable to move at least partially simultaneously.

7. The gaming device of Claim 1, wherein the processor is programmed to cause the mechanical indicator to indicate a plurality of the symbols of at least one of the symbol groups at least one time before stopping to indicate one of the symbols from the indicated symbol group.

8. The gaming device of Claim 1, wherein the outcome at least partially based on said indicated symbol from the indicated symbol group is selected from the group consisting of: a designated award associated with said indicated symbol, a selection from a prize pool, at least one free game, an incrementing of a progressive meter, and any combination thereof.

9. The gaming device of Claim 1, wherein the movement of the mechanical movable structure and the oscillation of the mechanical indicator are determined at least in part by a random generation.

10. The gaming device of Claim 1, wherein the movement of the mechanical movable structure and the oscillation of the mechanical indicator are each individually determined at least in part by a separate random generation.
- 5 11. The gaming device of Claim 1, which includes a video monitor supported by the cabinet and operable to display a game, wherein the mechanical movable structure moves in conjunction with said game.
- 10 12. The gaming device of Claim 1, wherein the outcome is part of a secondary game triggered upon the occurrence of triggering event in the game operable upon a wager.
13. The gaming device of Claim 1, wherein the mechanical movable structure is prism shaped.
- 15 14. The gaming device of Claim 1, wherein the mechanical movable structure is operable only to display one symbol group at a time when said mechanical structure stops moving.
- 20 15. The gaming device of Claim 1, wherein the mechanical movable structure is operable only to indicate one symbol group at a time when said mechanical structure stops moving.
- 25 16. The gaming device of Claim 1, wherein the mechanical movable structure and the mechanical indicator are operable to move at least partially sequentially.
17. The gaming device of Claim 1, wherein the mechanical movable structure and the mechanical indicator are operable to stop moving substantially simultaneously.

18. A gaming device having a game operable upon a wager by a player, said gaming device comprising:

a cabinet;

5 a mechanical rotatable structure supported by the cabinet and having a plurality of different symbol groups displayed thereon, a plurality of said symbol groups each having a plurality of symbols, said rotatable structure operable to rotate to indicate each of the symbol groups;

10 a mechanical indicator supported by the cabinet and operable to oscillate transversely relative to the rotatable structure and independently from the rotatable structure to indicate one of the symbols from the symbol group indicated by the rotatable structure; and

15 at least one processor operable with the rotatable structure and the mechanical indicator to cause the rotatable structure to rotate and then stop rotating to indicate one of the symbol groups, to cause the mechanical indicator to oscillate and then to stop oscillating to indicate one of the symbols from said indicated symbol group, and to provide an outcome to the player at least partially based on said indicated symbol.

19. The gaming device of Claim 18, which includes an actuator controlled by the processor and operable to rotate the mechanical rotatable structure.

20. The gaming device of Claim 18, which includes an actuator controlled by the processor and operable to oscillate the mechanical indicator.

25 21. The gaming device of Claim 18, wherein the mechanical rotatable structure is positioned substantially horizontally relative to the cabinet, and wherein the mechanical indicator is positioned substantially horizontally relative to the cabinet and adjacent to the mechanical rotatable structure.

22. The gaming device of Claim 18, wherein the mechanical rotatable structure is positioned substantially vertically relative to the cabinet, and wherein the mechanical indicator is positioned substantially vertically relative to the cabinet and adjacent to the mechanical rotatable structure.

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23. The gaming device of Claim 18, wherein the mechanical rotatable structure and mechanical indicator are operable to move at least partially simultaneously.

24. The gaming device of Claim 18, wherein the processor is programmed to
10 cause the mechanical indicator to indicate a plurality of the symbols of at least one of the symbol groups at least one time before stopping to indicate one of the symbols from the indicated symbol group.

25. The gaming device of Claim 18, wherein the outcome at least partially based
15 on the indicated symbol from the indicated symbol group is selected from the group consisting of: a designated award associated with said indicated symbol, a selection from a prize pool, at least one free game, an incrementing of a progressive meter, and any combination thereof.

20 26. The gaming device of Claim 18, wherein the rotation of the mechanical rotatable structure and the oscillation of the mechanical indicator are determined at least in part by a random generation.

27. The gaming device of Claim 18, wherein the rotation of the mechanical
25 rotatable structure and the oscillation of the mechanical indicator are each individually determined at least in part by a separate random generation.

28. The gaming device of Claim 18, which includes a video monitor supported by the cabinet and operable to display a game, wherein the mechanical rotatable
30 structure rotates in conjunction with said game.

29. The gaming device of Claim 18, wherein the outcome is part of a secondary game triggered upon the occurrence of triggering event in the game operable upon a wager.

5 30. The gaming device of Claim 18, wherein the mechanical rotatable structure is prism shaped.

31. The gaming device of Claim 18, wherein the mechanical rotatable structure is operable to only display one symbol group at a time when said mechanical structure
10 stops rotating.

32. The gaming device of Claim 18, wherein the mechanical rotatable structure is operable to only indicate one symbol group at a time when said mechanical structure
15 stops rotating.

33. The gaming device of Claim 18, wherein the mechanical rotatable structure and the mechanical indicator are operable to move at least partially sequentially.

34. The gaming device of Claim 18, wherein the mechanical rotatable structure
20 and the mechanical indicator are operable to stop moving substantially simultaneously.

35. A gaming device having a game operable upon a wager by a player, said gaming device comprising:

a cabinet;

5 a mechanical movable structure supported by the cabinet and having a plurality of different symbol groups displayed thereon, a plurality of said symbol groups each having a plurality of symbols, said movable structure operable to move to indicate each of the symbol groups;

10 a mechanical indicator supported by the cabinet and operable to oscillate transversely relative to the movable structure and independently from the movable structure; and

at least one processor operable with the movable structure and the mechanical indicator to cause the mechanical indicator to oscillate and then stop oscillating, to cause the movable structure to move and then stop moving to indicate one of the symbol groups and such that the mechanical indicator indicates one of the symbols from said indicated symbol group, and to provide an outcome to the player at least partially based on said indicated symbol.

36. The gaming device of Claim 35, which includes an actuator controlled by the processor and operable to move the mechanical movable structure.

37. The gaming device of Claim 35, which includes an actuator controlled by the processor and operable to oscillate the mechanical indicator.

38. The gaming device of Claim 35, wherein the mechanical movable structure is positioned substantially horizontally relative to the cabinet, and wherein the mechanical indicator is positioned substantially horizontally relative to the cabinet and adjacent to the mechanical movable structure.

39. The gaming device of Claim 35, wherein the mechanical movable structure is positioned substantially vertically relative to the cabinet, and wherein the mechanical indicator is positioned substantially vertically relative to the cabinet and adjacent to the mechanical movable structure.

40. The gaming device of Claim 35, wherein the mechanical movable structure and mechanical indicator are operable to move at least partially simultaneously.

5 41. The gaming device of Claim 35, wherein the processor is programmed to cause the mechanical indicator to indicate a plurality of the symbols of at least one of the symbol groups at least one time before stopping to indicate one of the symbols from the indicated symbol group.

10 42. The gaming device of Claim 35, wherein the outcome at least partially based on said indicated symbol from the indicated symbol group is selected from the group consisting of: a designated award associated with said indicated symbol, a selection from a prize pool, at least one free game, an incrementing of a progressive meter, and any combination thereof.

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43. The gaming device of Claim 35, wherein the movement of the mechanical movable structure and the oscillation of the mechanical indicator are determined at least in part by a random generation.

20 44. The gaming device of Claim 35, wherein the movement of the mechanical movable structure and the oscillation of the mechanical indicator are each individually determined at least in part by a separate random generation.

45. The gaming device of Claim 35, which includes a video monitor supported by
25 the cabinet and operable to display a game, wherein the mechanical movable structure moves in conjunction with said game.

46. The gaming device of Claim 35, wherein the outcome is part of a secondary
30 game triggered upon the occurrence of triggering event in the game operable upon a wager.

47. The gaming device of Claim 35, wherein the mechanical movable structure is prism shaped.

48. The gaming device of Claim 35, wherein the mechanical movable structure is operable to only display one symbol group at a time when said mechanical structure stops moving.

49. The gaming device of Claim 35, wherein the mechanical movable structure is operable to only indicate one symbol group at a time when said mechanical structure stops moving.

50. The gaming device of Claim 35, wherein the mechanical movable structure and the mechanical indicator are operable to move at least partially sequentially.

51. The gaming device of Claim 35, wherein the mechanical movable structure and the mechanical indicator are operable to stop moving substantially simultaneously.

52. A gaming device having a game operable upon a wager by a player, said gaming device comprising:

a cabinet;

5 a mechanical rotatable structure supported by the cabinet and having a plurality of different symbol groups displayed thereon, a plurality of said symbol groups each having a plurality of symbols, said rotatable structure operable to rotate to indicate each of the symbol groups;

10 a mechanical indicator supported by the cabinet and operable to oscillate transversely relative to the rotatable structure and independently from the rotatable structure; and

at least one processor operable with the rotatable structure and the mechanical indicator to cause the mechanical indicator to oscillate and then to stop oscillating, to cause the rotatable structure to rotate and then stop rotating to indicate one of the symbols groups, such that the mechanical structure indicates one of the
15 symbols from said indicated symbol group, and to provide an outcome to the player at least partially based on said indicated symbol.

53. The gaming device of Claim 52, which includes an actuator controlled by the processor and operable to rotate the mechanical rotatable structure.

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54. The gaming device of Claim 52, which includes an actuator controlled by the processor and operable to oscillate the mechanical indicator.

55. The gaming device of Claim 52, wherein the mechanical rotatable structure is
25 positioned substantially horizontally relative to the cabinet, and wherein the mechanical indicator is positioned substantially horizontally relative to the cabinet and adjacent to the mechanical rotatable structure.

56. The gaming device of Claim 52, wherein the mechanical rotatable structure is
30 positioned substantially vertically relative to the cabinet, and wherein the mechanical indicator is positioned substantially vertically relative to the cabinet and adjacent to the mechanical rotatable structure.

57. The gaming device of Claim 52, wherein the mechanical rotatable structure and mechanical indicator are operable to move at least partially simultaneously.

5 58. The gaming device of Claim 52, wherein the processor is programmed to cause the mechanical indicator to indicate a plurality of the symbols of at least one of the symbol groups at least one time before stopping to indicate one of the symbols from the indicated symbol group.

10 59. The gaming device of Claim 52, wherein the outcome at least partially based on the indicated symbol from the indicated symbol group is selected from the group consisting of: a designated award associated with said indicated symbol, a selection from a prize pool, at least one free game, an incrementing of a progressive meter, and any combination thereof.

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60. The gaming device of Claim 52, wherein the rotation of the mechanical rotatable structure and the oscillation of the mechanical indicator are determined at least in part by a random generation.

20 61. The gaming device of Claim 52, wherein the rotation of the mechanical rotatable structure and the oscillation of the mechanical indicator are each individually determined at least in part by a separate random generation.

25 62. The gaming device of Claim 52, which includes a video monitor supported by the cabinet and operable to display a game, wherein the mechanical rotatable structure rotates in conjunction with said game.

30 63. The gaming device of Claim 52, wherein the outcome is part of a secondary game triggered upon the occurrence of triggering event in the game operable upon a wager.

64. The gaming device of Claim 52, wherein the mechanical rotatable structure is prism shaped.

65. The gaming device of Claim 52, wherein the mechanical rotatable structure is operable to only display one symbol group at a time when said mechanical structure stops rotating.

66. The gaming device of Claim 52, wherein the mechanical rotatable structure is operable to only indicate one symbol group at a time when said mechanical structure stops rotating.

67. The gaming device of Claim 52, wherein the mechanical rotatable structure and the mechanical indicator are operable to move at least partially sequentially.

68. The gaming device of Claim 52, wherein the mechanical rotatable structure and the mechanical indicator are operable to stop moving substantially simultaneously.